AGB-BT9E-USA INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements

Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

# **WARNING** - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

# **WARNING** - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- · Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
  correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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Rev-D (L)



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### THE APPRENTICE SHAMAN'S SURVIVAL GUIDE

Welcome to the world of the apprentice shaman. Contrary to popular belief it's not all just tikis and temples. There's a certain amount of danger involved. That's why we've put together The Apprentice Shaman's Survival Guide with tips on everything from what to do when your mentor turns into a flea to how to cross a raging river on the back of a friendly bear.



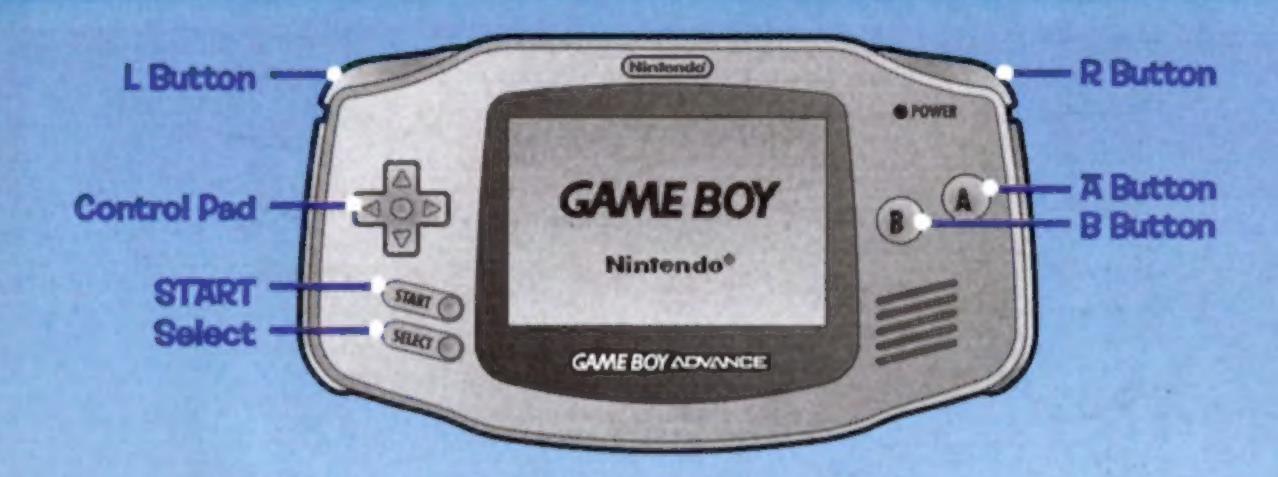
# How to Interpret Strange Dreams

So you've been having these strange dreams lately and one in particular sticks with you. In it you defeat the mysterious Dream Guardian who reveals a staff covered in unusual markings. But just as you go to grasp it, a creature calling himself the Dream Juju snatches the staff and disappears.

You consult your mentor, the wise shaman Jibolba, and he suggests that you visit his brother, JB, who's an expert when it comes to dreams. JB interprets your dream and reveals that what you saw was the Staff of Dreams as it was stolen! The staff allows its wielder to use the dreams of others to alter reality. Now, whoever is behind the staff's disappearance is causing rifts to open up leaking nightmare creatures into the real world!

Your quest is clear. Seal off the dream rifts and put a stop to those nightmare creatures!
Only then will you be able to bring back the Staff of Dreams.

### SETUP



- Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
- 2. Insert the Game Pak of Tak 2: The Staff of Dreams into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
- 3. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).

# **GETTING STARTED**



On the Main Menu screen, choose from the following selections by using the Control Pad to scroll through the menu, the A Button to make your choice or the B Button to return to the previous selection.

### New Game

Use this option to begin a new game.

### Saving the Game

The game is saved automatically whenever you complete a level (receiving Flora's congratulatory message), and return to the map screen. The saved game is erased automatically when you start a new game.

Note: If you start a new game with an old one saved, you will delete the old saved data and will not be able to return to that game.

### Continue

This menu choice lets you continue a previously saved game. Only one saved game can be stored.

# GAME CONTROLS

Control Pad	Move Tak
A Button	Jump
B Button	Use Thwark
	Pickup, Carry,
	Throw sheep
L Button (hold)	Access inventory
L Button (tap)	Use selected item
R Button	Enter Dream World
START	Pause/Option
SELECT	Manage Inventory

# Jaju Powers

Control Pad Down

\* A Button \*

A Button \*

A Button (hold)..... Spirit of Air

Control Pad Down (x2)... Spirit of Earth

Control Pad Down . . . . . Spirit of Strength (while airborne)



# SURVIVAL BASICS

As you set out to seal up the dream rifts and find the Staff of Dreams, be sure to pay attention to the following survival indicators.



- Health Bar: Displays your health level.
- Mana Bar: Shows how much mana you have. Mana is what fuels your Juju powers.
- ©Dream Energy Meter: Measures your dream energy. Use this special energy to enter the Dream World.



# World Map

The World Map helps you keep track of your adventure. Icons represent the different stages of your journey. Once you complete a stage, new paths and stages are revealed.

### **Yorbol Stores**

Each region on the World Map has a Yorbel Store where you can buy different power-ups. You'll need yorbels to make a purchase. In addition to collecting them during your journey, you can win them by playing a mini-game at the store.

# HOW TO NAVIGATE THE DREAM WORLD

The Dream World is a parallel dimension that exists alongside the real world, populated by dangerous nightmare creatures. It's a place where a young shaman can replenish mana and discover hidden secrets. You have to have a certain amount of dream energy in order to enter this realm. Lucky for you, there are two ways to acquire dream energy. The first is to come within range of bubbling cauldrons of dream energy. The second is by defeating enemies.

Sleeping
villagers are what
power the dream rifts.
You can awaken them with a
tap of your Thwark to help close
the rifts. Rifts close quickly, so
return to the beginning of the
level before the timer runs
out.

# HOW TO NAUIGATE THE DREAM WORLD

While exploring the world of Tak, you will often encounter hidden 'dream blocks,' which are only accessible when Tak enters the Dream World. Use the R Button to cross over into the dream dimension.

called weegees, which

are a good source

You'll notice that your dream energy slowly drains away during the course of your stay, so it's best to use your time there wisely. Use it to look for platforms and passages that aren't visible in the real world and to collect creatures

are drawn to you in the real world. They'll attach to you and slowly drain your health. Your roles are reversed in the Dream World, though. There, weegees run from you as you collect them for mana.



# HOW TO USE YOUR JUJU

The Juju gods have smiled on you. You've got four brand new Juju powers to use on your adventure. Remember that mana is what fuels your Juju. You can't use your powers without it.

### Spirit of Air

Use the floating ability to access out of reach places and bridge large gaps between platforms.

# Spirit of Earth

Barrel through nightmare creatures using this rolling technique.

### Spirit of Movement

Teleport to a new location, overcoming obstacles in your path.

### Spirit of Strength

While in the air, dive and pound the ground to defeat enemies.

# ITEMS & INVENTORY

What would a shaman's apprentice do without tikis and potions? On your bold quest to reclaim the Staff of Dreams, keep an eye out for the items listed below. You can hold up to five items in your inventory, but you can only use one item at a time. The item in use will appear at the top left corner of the screen. Hold the L Button to access your inventory.



Droam Potion: Fully restores dream energy.

Health Potion: Fully replenishes health.





Mana Potion: Fully restores mana.



Rejuvenation Potion: Restores both health and mana fully.



Entit Litt: Causes boulders to fall from the sky, demaging enemies and breakable blocks.

Mana Titui: Transforms all enemies on screen into mana that can be collected by Tak.





Storm Tilli: Causes lightening bolts to rain down and strike all enemies on screen.

Transformation Tiki: Converts health into mana and vice versa.





Dream Shield: Makes you invincible, but only for a limited time.

Jorbol: Use to purchase power-ups and other items in the Yorbel Store.



# HOW TO INTERACT WITH ANIMALS

As a shaman's apprentice, you have the skills to interact with the animals around you. They're always willing to help you out in unique ways.



### Bears

Bears are crucial when it comes to crossing swift river currents. Ride a bear's back to ford a river against the rushing currents.



### Sheep

Think of sheep as a portable trampoline. Bounce on their backs for an extra boost that'll launch you into unreachable areas. You can pick them up, carry them and place them wherever you need them most. Pressing the A Button near a sheep will cause Tak to pick it up. Then, tapping the A Button will cause him to drop it. Holding the A Button and then releasing it will cause Tak to loft the sheep a bit further.

# THE JUJU WHO'S WHO



Tak is back! Our adventurous hero has grown a bit since his last adventure! Still an apprentice to the wise old shaman, Jibolba, he's learned four new Juju abilities to help him rescue the Staff of Dreams.

### Jibolba

Tak's wise old mentor, Jibolba is the shaman of the Pupanunu village. Don't be alarmed when he transforms into a flea. It's just an easy way for him to travell Jibolba may be a bit crusty, but he gives great advice.



Jibolba's brother, JB, is an expert when it comes to interpreting dreams. He lives in the Planetarium and provides useful information about the Staff of Dreams.



# THE JUJU WHO'S WHO CORE.



### Lok

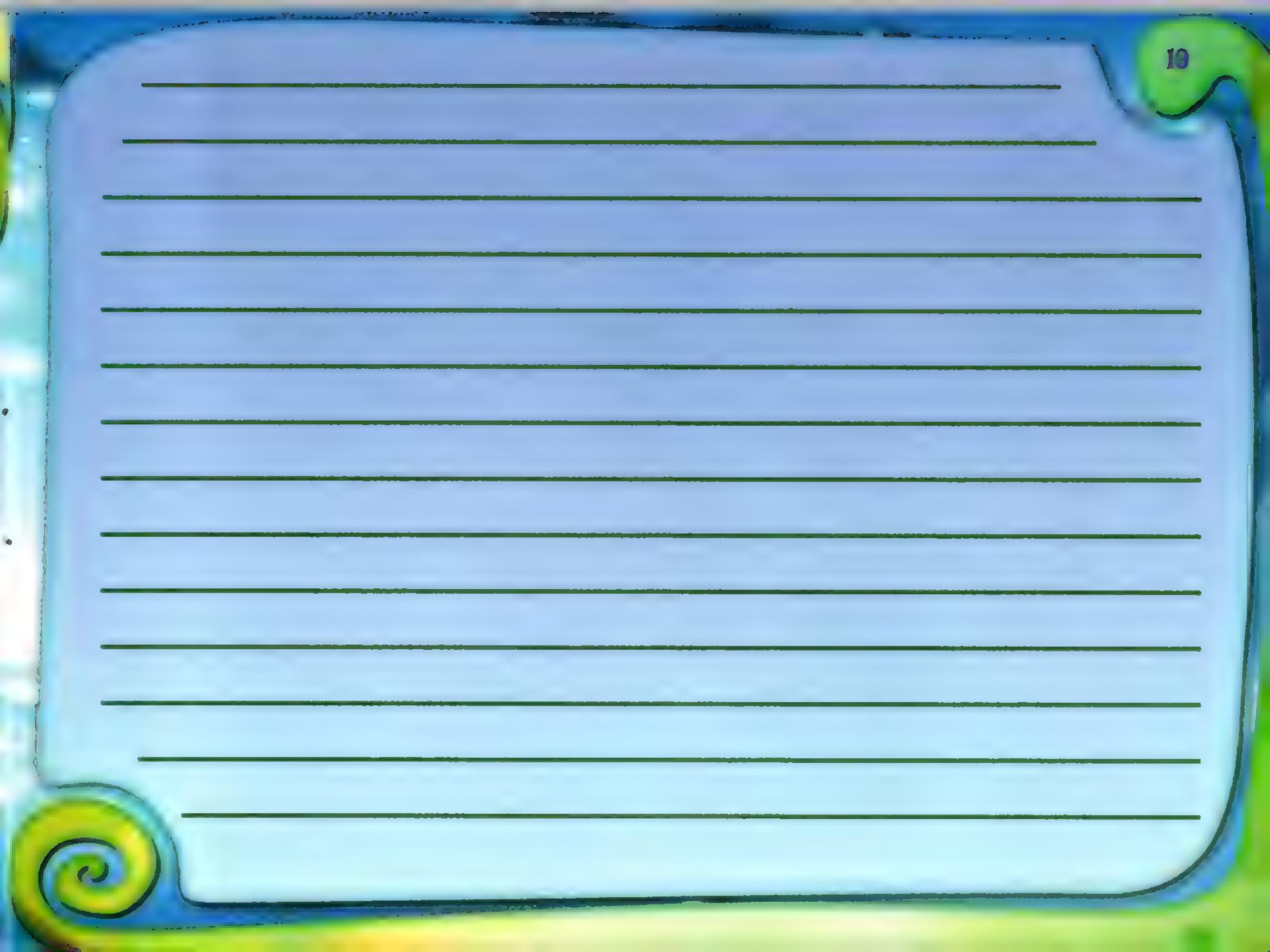
Once thought to be the "chosen one" among Tak's people, Lok is an older apprentice shaman whose constant attempts to prove his worthiness often wind up landing him in need of rescue.



This evil shaman has a serious axe to grind. He's none too thrilled about being turned into a sheep at the end of his first showdown with Tak. So you can bet that whatever wicked scheme he's got planned, it's a major threat to our hero and the people of his village.



# NOTES



### CREDITS

### Helixe Studios

Project Lead

Dave Konieczny

Lead Programmer Peter Lim

Lead Artist Jason Beene

Animators
Adam Tierney
John Beauchemin
Christopher D White
Jason Beene

Programming
Jason Benham

Additional Programming
Jeff Dixon
Mat MacKenzie
Pat McElhatton
Jeff Rubin
Michael Seegers

Audio Director Mashi Hasu Game Decign

Jason Beene Jason Benham Dave Konieczny Peter Lim Mark Tsai

Project Manager Mark Tsal

General Manager Kurt Bickenbach

THQ Inc.

Creative Manager Stephen Jarrett

Project Managere Kathleen Nicholls Rachel DiPaola

Technical Manager Peter Andrew

Art Director Thom Ang

Licensing Manager Stephanie Wise Director, Project Management Duncan Kershaw

VP. Product Development
Philip Holt

Director, Quality Assurance Monica Vallejo

Test Supervisor Travis Tholen

Test Lead Luis R. Sanchez

Testers
Jake Jarvi
Michael Ricco
Lukas Weyandt
Eric Williams

First Party Supervisor Evan Icenbice

First Party
Specialists
Adam Affrunti
Joel Dagang
Scott Ritchie

GA Technical Supervisor Mario Waibei

QA Technicians
James Krenz
Brian McElroy

Mastering Lab
Technicians
Charles Batarse
Glen Peters
Jon Katz

Database Applications
Engineer
Jason Roberts

Game Evaluation Team
Sean Heffron
Matt Elzie
Scott Frazier

Senior Vice President, Worldwide Marketing Peter Dille

Director Global Brand Management John Ardell **Senior Product Marketing Manager Danielle Conte** 

Product **Marketing Manager** Ed Lin

Director of Creative Services **Howard Liebeskind** 

Creative Services Managers Kirk Somdal Stephanie Barr

Creetive Services Coordinator **Melissa Donges** 

**Manual Writer Erica David** 

### THQ International

Head of Brand Management Michael Pattison

International **Brand Manager Karine Goethels** 

**Associate International Brand Manager** Sarah Nicholson

Director of Localisation Susanne Dieck

**Localisation Engineer Bernd Kurtz** 

**Submission Coordinator** Florence Kum

THQ Special Thanks **Brian Farrell Jack Sorensen Tiffany Ternan** Germaine Gioia Leslie Brown Brandy A. Carrillo **Terri Schiek** Keith Kraegel Juston Antony

Nickelodeon Interactive

SVP of **Media Products** Steve Youngwood

Director of Interactive **Production & Marketing** Stacey Lane

Coordinator of Interactive Production & Marketing Jack Daley

**Creative Director Nickelodeon** Creative Recources Tim Blankley

**Senior Designer** of Interactive **Nickelodeon** Creative Resources **Rob Lemon** 

Mickelodeon

would like to thenk: Eric Alan Giuseppe Bianco Kristen Buckley Leigh Anne Brodsky Pete Danielson Jaime Dictenberg Russell Hicks Paula Kaplan Pam Kaufman **Jodi Skoutas** Paul McMahon Linnette Pastori Miles Rohan **Jason Root** 

Joe Sandbrook **Eric Squiree** Lori Szuchman **Geoff Todebush** Stavit Young Chezza Zoeller Deb Krassner



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Customer Service Department
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Calabassa Hills, CA 91301

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Mild Cartoon Violence Comic Mischief

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